

MilAtari Limited Edition

Vol. VIII, No. I
January 1989

This Month:

General Meeting

Sat., Jan. 21st, 12:00 Noon
Greenfield Park Lutheran Church
1236 S. 115th St., West Allis

Exec. Board Meeting

Sun., Jan. 29th, 7:30pm
Pepino's, 9909 W. Appleton

Next Month:

General Meeting

Sat., Feb. 18th, 12:00 Noon
Location To Be Announced

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A map of our new location is provided on the back cover.

Editorial

A Year Of Decisions

While no one can be sure of all the things that 1989 will bring, for MilAtari Ltd., it will most definitely be a year of decisions. The choices that each of us will make, and the directions we choose to follow will ultimately determine whether or not many of us are here at this time next year.

MilAtari members are in for major, forced, changes. Our by-laws eliminate the possibility of either Bruce Welsch or Carl Verbanac serving another term. In a nutshell, that means that you and I must shoulder the rather heavy burden of not only determining whom we want to direct this group as it continues to grow, but also whom we want to control the purse strings. Dollars and direction, perhaps the two most important group functions, are literally "up for grabs" as of April's election.

Whether or not Messrs. Raeburn, Bardenwerper, and Johnson will choose to stand for re-election remains to be seen as well. As is often the case, the best and the brightest just get busier and busier, and no one expects them to sacrifice family or career for the club.

As your Editor, my position is an appointed one which serves at the pleasure of the President. The possibility exists that someone else may be at the helm of this publication as of April.

In a nutshell then, we are all facing some important decisions regarding this club. Decisions which must be made in a few short months. But perhaps more important than the fact that these decisions are soon to be upon us, is the fact that those decisions will require something that has been somewhat lacking in this group over the past several months; participation.

Between Bruce Welsch's outstanding directional skills and the innate ability of those currently in important positions, this group is enjoying a great deal of success. Based on the horror stories that have come out of other

Atari groups nation-wide, we have indeed been fortunate. Here, the folks in key positions have been able to carry the ball, even with the minimal participation level of the general membership. However, some of those key people either will not, or may not be back after the election.

If I was in the mood to be negative, I could cite a number of instances where the general membership has been lacking in participation. That would serve no purpose. Instead, let me point out something that many of us may have forgotten. MilAtari Ltd. is a group whose survival relies on its membership's desire to help one another. Nothing else. The moment that desire diminishes, you can kiss the group goodbye.

Make no mistake about it, this group's existence hinges entirely on unselfish giving. No one makes a dime off this group's activities. Your annual dues pay for the production and mailing of the newsletter, and that's it. Any additional expenses to the club must be covered by your purchases from the club libraries. And believe me, your continued support of those libraries is deeply appreciated.

The one thing however, that your cash cannot buy, is the time it takes to accomplish the various "chores" that have to get done. It is here, where many of us fall into non-participatory mode. I am well aware that we all have "things to do," and that time is something there is never enough of. That does not however, negate the fact that someone, somewhere, has to "make time" to get things done.

With an election coming up that will force us to select new leaders, we all have a responsibility to find a little extra time to give to the group if we hope to continue to reap the benefits of mutual association.

continued on page 9.

MilAtari Ltd.

The Milwaukee Area
Atari Users Group
Post Office Box 14038
West Allis, WI 53214

Membership in MilAtari Ltd. is open to all individuals and families interested in personal computing. Annual dues are \$20.00 for individuals, \$25.00 per family and includes a one year subscription to this newsletter and access to club libraries. Membership applications may be obtained at the monthly meeting or by writing to the club Secretary at the above address.

MilAtari Ltd. Officers

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VP - 16 Bit	Tom Bardenwerper	332-6762
Secretary	Doug Raeburn	255-4342
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MilAtari By-Laws, Sec. XII, Art. 1

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Michelle Gross**WordWriter Workshop Update**

For those of you who filled out a registration form and submitted your \$15 fee for the first MilAtari Workshop, I have good news. The class has been filled to capacity and will run as scheduled. Just to make sure you have all the details, here again are the specifics:

The Workshop will meet on four consecutive Wednesdays, January 18 & 25, February 1 & 8, 1989. The sessions will be held in the upper hall at the Wauwatosa Civic Center, 7725 W. North Ave, and the workshop will begin promptly at 7:30 pm.

We will expect you to bring your Word Writer Manual as well as notebook and pen. We strongly recommend that you bring your computer. Why not plan on bringing it for the first session, and I think you'll find that you won't want to leave home without it the rest of the time.

Don't forget your Word Writer Program as well, and it never hurts to bring a blank disk.

There will be people to help bring your system into the building, so that shouldn't be a reason for you to leave it at home. If you are bringing your system, be sure to allow a little extra time for setting it up. Do not forget any cords, and strip surge protectors would come in real handy.

If you haven't purchased the program yet, be sure to see Rick Ohde at Mayfair Computers in Greenfield. He is offering a special price on Word-Writer ST to MilAtari members.

Finally, I want to thank all of you for enrolling in this Workshop, as well as all of those people that made it possible, including all committee members, the MilAtari Board of Directors, and especially Doug Raeburn who will be leading this Workshop.

[Join us in extending the club's thanks to Michelle. She's done a great job in pulling this all together! Ed.]

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ST Peripherals

Yes Master!

Monitor Master
ST Monitor Switcher
Practical Solutions
1930 Grant Avenue
Tucson, AZ 85719
Suggested Retail: \$49.99
Overall Rating: Excellent

This review won't take long. If you have two monitors, get this! See? Told 'ya it wouldn't take long! You'll excuse me if I wax enthusiastic over this little box, it has been a blessing from above.

Here's the deal. If you whack out a lot of stuff that eventually finds its way onto paper, you really ought to do your eyeballs a favor and get the Atari mono monitor for your ST. I could go on and on about the razor sharp, jitter-free picture it delivers, and how that makes things like reports, spreadsheeting, DTP, you-name-it, a whole lot easier during extended sessions at the keyboard. Just trust me on this one. If you're on your ST more than 6 hours a week in a non-gaming situation, get a mono monitor. Period.

Once you've followed that sage advice, go out and get Monitor Master from Practical Solutions. Believe me, you won't want one without the other. Up to now I've been a little short in the reasons department, so here they come:

Even with the crispness of the mono, no one in their right mind completely forsakes the brilliance of the ST color display, especially if they have both. It then follows, considering that you can only plug one monitor into your ST at a time under normal conditions, that the two-monitor owner winds up being one cable-swapping motor-scooter.

Any cable-swapper worth their salt already knows that eventually all that swapping really beats the heck out

of the ports and the cables. Sooner or later, we're talking damage.

Reason #1: Monitor Master ends monitor cable-swapping permanently.

If you do indeed spend more than the aforementioned amount of time on your ST, you are dangerously close to being part of that dark cadre called Power Users. To the power user, the single most valuable asset is time. Switching between monitors in the normal fashion, in addition to being potentially damaging, consumes more of that precious commodity.

Reason #2: Monitor Master reduces CRT switching to a simple one-button operation.

**"when it comes
to computer
things, you can
never have too
much insurance."**

For those who want a just little more sound out of their computer than the monitor speaker provides, Monitor Master allows you to output the sound through a standard RCA phono jack. No, it's not true stereo (Practical Solutions has another goody if you want that!), but man is it neat!

Reason #3: The next time you want to give the noisy neighbors a little taste of their own medicine, Monitor Master allows you to pump your ST's sound through your home stereo.

There's a lot of machines out there that have an RF modulator built in. That's the little goody that let's you use a regular TV with your ST. If you've got one, Monitor Master allows you to output your display as composite video, again through a simple

RCA jack.

Reason #4: A little flexibility goes a long, long way.

There's a few more salient points, but I think you're starting to get the idea. If you've got two monitors, or plan to acquire a second, make Monitor Master a part of your acquisition. It makes switching between monitors a safe, simple, one-button operation. If nothing else, consider it as a little life insurance for your monitor port. Remember, especially when it comes to computer things, you can never have too much insurance.

Some things you ought to know: Even though Monitor Master lets you have both your monitors connected and powered up at the same time, you still can only work with one at a time. That's just the way the ST is, color or mono, not both. No real biggie, but I figured you ought to know.

Also, switching between monitors "on the fly" does cause a system reset. Again, that's just the way the ST is. So if you'd like to see your spreadsheet in color, you darn well better save it first, because switching between monitors forces a complete re-boot. Again, no biggie, so long as you know about it up front.

One final thought: Practical Solutions consistently provides what their name implies. From intelligent alternatives to strangled joystick cords and drive cables, to exciting additions to ST audio and video, these guys are top-flight all the way. No cheap knock-offs here! Good, solid, well-executed products are the only things they put out, and they back them 100%.

There are about a dozen or so good, hard-working companies out there in ST-land that really give a darn about giving us what we need at a fair price. Practical Solutions is one of them.



**Practical
Solutions®**

First Reaction:

SoftLogik's PageStream

[Editor's Disclaimer: The following is NOT a review of SoftLogik's PageStream Desktop Publishing Program. Rather it is a series of first impressions, along with observations made by others who have made early use of it. The program is far too detailed and complex to even try to review after only having made use of it for so short a time. An in-depth review will appear here at the same time that it is used to create this publication.]

Whew! Now that I've covered my butt, I am happy to report that PageStream is indeed a reality. For those who missed the announcement, what was to have been called Publishing Partner Professional, has been renamed PageStream, due largely to the fact that someone else owned the rights to the other name.

Perhaps it is just as well, for PageStream bears almost no resemblance to its kid brother either in design or performance. It is an entity unto itself, and any comparisons should be considered very carefully. Now, you're loaded with questions, let me try to answer a few right off the bat.

1) Can I use it on a 520?

No. That is, not if you plan on getting anything done with it. Right now, pending the next update, you can load it on a 520, but that's about it. Bottom line, until you get at least 1 megabyte of RAM, or until the upgrade proves otherwise, hold off.

2) Will it work with my dot matrix printer?

Yes. But as Publishing Partner fans will recall, the process of developing dot matrix printer drivers for the wide variety of available printers takes a little while. If you've got an off-brand or not widely supported printer, call SoftLogik and ask about it before you plunk your money down.

3) How buggy is it?

Darn! I hate questions like that! At this point, there are enough bugs to keep you on yellow alert every time you use it. In other words, "save early, and save often." On the whole however, it is nowhere near as unstable as the preview version that SoftLogik first shipped.

So much for the "Big 3", hopefully more of your other questions will get answered as we press on with the first impressions.

"some of the things that author Deron Kazmeier has included border on sheer genius!"

Yowzah!

If, and it's a large if, SoftLogik stabilizes the program in the same way they stabilized PP, PageStream will be the desktop publishing program of choice for medium to high-end applications. Its feature set is stunning, and some of the things that author Deron Kazmeier has included border on sheer genius!

Among the more remarkable things; sizing of text objects, automatic object alignment, adjustable border radii, and a host of others. Some of these terms you might not be familiar with, so suffice it to say this baby is loaded to the teeth!

Yes, the macro feature is still there, and improved. You can still call up the edit feature with the now fam-

ous "Alt-E" command. Yes, it still prints PostScript files to disk!

But...

At this point, there are some things that Deron has to work out. For example, as of this writing, the import modules for graphics and text files still need to be refined and expanded. That, by the way falls into the category of "mixed blessing." The modules for importing pictures and text are just that, modules. They reside in a separate folder on your disk and are not a part of the main program. Bottom line: As Deron fixes the existing ones and adds new ones, you can pop up on GENie or CompuServe, download them, and Voila', instant upgrade.

Currently, there are some problems loading in some .IMG and .GEM picture files, they're working on it. So too, with some of the different word processor file formats. Here again, once Deron gets 'em wired, the upgrade process will be very fast, provided you subscribe to GENie or CompuServe.

As most of us own printers of the dot-matrix variety, it should be noted that as of right now, there have been comments made to the effect that the new PageStream fonts don't look as good as the old Publishing Partner fonts. Personally, I don't know. I haven't bothered trying them out on my Panasonic 1091. I do know that the included fonts print reasonably well on the Atari laser, but considering that the SLM804 is a 300dpi machine, they are still a bit of a disappointment. Here again, they're working on it.

A very major early problem with PageStream has been it's 9-pin output on Epson FX compatibles. This problem is not with the driver, but with the program itself. The problem stemmed from the program assuming an equal horizontal and vertical resolution, which Epsoms and compats do not have. The problem has been isolated and corrected, and the fix will be implemented in the update.

Something to note here, especially with the popularity of the HP DeskJet ink-jet printer, is that DeskJet performance has met with a variety of

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PageStream WorkScreen

results. Some claim a variety of problems, others say it works flawlessly. I haven't been able to find a common thread aside from the fact that DeskJet print-outs do take a real long time. The crew at SoftLogik is scratching their heads over a number of HP DeskJet & LaserJet related problems. The positive thing here is that they are taking the problems very seriously and will get things up to snuff.

So here I am, stuck for the moment with a PostScript laser printer, forced to experiment with PageStream, and man oh man, what a beauty! Yes, it's a little buggy, but this baby holds so much promise, it's hard not to be impressed. So far, PostScript output has been nearly flawless, and has saved my fanny on a couple of major projects.

I don't know if you need something to drool over, but if you're a serious DTP'er, you already know that somewhere along the line you're going to be downloading fonts to your laser printer. It will interest you to know that PageStream does that little chore automatically! When you print your document, PageStream examines your font requirements and automatically sends them from your disk to the printer. That my friends is nice, very nice.

In another PostScript font related matter, SoftLogik has indicated that

they will also offer a font conversion service. They haven't set a firm price yet, (somewhere around \$30-\$50 I imagine) but that service will mean you'll be able to pick up *any* PostScript font, send it SoftLogik, and it'll be converted to PageStream format. The implication here in terms of document flexibility is far-reaching, and moves us all one step closer to "real-world" capabilities.

Perhaps the most important first impression to convey is that PageStream really is a whole new animal, and not an "upgrade" of Publishing Partner. It works differently in a variety of areas, and it will take a lot of getting used to. In other words, if you've got a major product due in two days, don't run out and buy PageStream and expect to get it done. Plan on spending some time getting familiar with it first. It's that different.

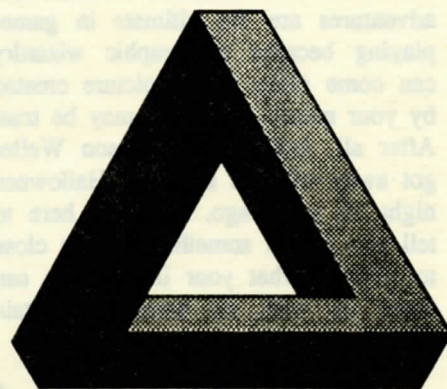
All the features and how they work are better left to a full review. That review will not appear until, at the very least, the paragraph tagging function is complete. That one function in Publisher ST is the one thing that has allowed me to remain your editor as my free time diminishes. Before I attempt the full newsletter conversion to PageStream, it must be at least 95% functional and bug-free, at this point it's hovering around 85%.

So, until that time, let me leave you with this; With the arrival of PageStream, the ST is a mere upgrade away from being a Desktop Publishing workstation that can compete in any professional venue. Its feature set is virtually unmatched in either the Mac or MS-DOS environment, and at its price level, PageStream is an amazing value.

Right now, it still needs some work, and dot-matrix users will find some rough-sledding until the fonts and drivers are refined. However, once Deron has fine-tuned PageStream, there will be no reason in the world not to buy it.

If you don't mind the sometimes arduous process of working around bugs and waiting for "fixes," then get it now. If you're the kind of person who doesn't want to mess around with that sort of thing, then wait a little longer. Once PageStream is done, it will be nothing less than awesome.

The updated PageStream should be available as you read this. The package you get from your local retailer may still contain the original version, but once you are a registered user you'll be able to obtain the upgrade. SoftLogik may well make the upgrade available for downloading from GENie and CompuServe. Now that's service!



ST Gaming**Captain Blood****Captain Blood**

Distributed by Mindscape, Inc.

ST Graphic Adventure Game

Color Only

Suggested Retail: \$45.95

Overall Rating: Work of Art!

I hate adventure games... with a passion. I mean let's face it, some computer nut throws together some of the nastiest scenarios he can think of, makes you stumble all over who-knows-where to find a solution, and in the process kills you off a couple of dozen times... if you're lucky. Fun, huh? Well, with the arrival of Captain Blood, I suspect I'm about to become a born-again adventure nut. Not that I want to, I guess I just can't help it.

Look, put yourself in Captain Blood's place. You've been cloned, you're getting weaker all the time because of it, and you've got a limited amount of time to find and destroy your clones before you become just a footnote in galactic history. To top it all off, you've got the whole galaxy to look through! Okay, maybe I am a sucker for a hard-luck story, but hey, this guy needs help!

It has been said that InfoCom text adventures are the ultimate in game-playing because no graphic wizardry can come close to the picture created by your mind's eye. That may be true. After all, look at what Orson Welles got away with on a certain Halloween night 50 years ago. But, I'm here to tell you that if something comes close to rivaling what your imagination can come up with, its name is Captain Blood!

Stunning, ingenious graphics, a radical departure from the standard adventure game interface, and a story line with just a hint of smart-aleck whimsy make Captain Blood a real treat just to boot up. Imported from France, Captain Blood's overall implementation is one of the more positive

by-products of having Atari Corp unload the majority of their machines overseas. The crew that put this baby together really knows their stuff!

Rather than bore you to tears (and possibly ruin your own discovery process) with a blow-by-blow of what you have to go through, and how to get from point A to point B, it's better I think to talk about the things which can cause even a hardened cynic like me to attempt another adventure game.

"From the moment you boot-up your machine, Captain Blood is a class act."

From the moment you boot-up your machine, Captain Blood is a class act. The digitized opening sound-track is an original composition by no less than Jean-Michael Jarre', an internationally renown musician. In fact, I wish they would have put a little more of the soundtrack in! Nice!

Captain Blood's player interface is unlike anything you've ever seen. What used to be a mouse pointer, is now what looks like a bionic hand and forearm. Every mouse click results in the eerie-looking finger moving just as it should. Not only is it a nice touch, but it's exactly what it takes to snag my interest. As your Editor, I've seen a boat-load of bad games. Grabbing my attention takes substantially more than a standard GEM routine!

Cruising around the galaxy is quick work. Coordinate selection is easily accomplished from the galactic map using cross-hatches; a simple

mouse click and it's time for warp drive! Which brings us to another outstanding feature of Captain Blood.

The warp-drive sequence is graphically one of the best ever implemented on the ST. But as with all things, no matter how good, too much is too much. Wisely, the programmers allowed for by-passing the sequence easily, and as result, what could have been potential tedium has been eliminated. Nice work!

Once you're at where you want to go, it's time to head down to the planet in search of clues. However, there's no easy "beam-me-down Scotty" here. After examining the planet from orbit, with the help of some very well done fractal displays, your planet-fall will be one of the most harrowing aerial sequences you're likely to see on a computer screen.

The vector-style depiction of mountains and canyons in the landing, along with the very real sensation of speed is something that boggles the mind. Every now and then, the planet will have defenses, so in addition to some rather hairy steering, you'll also have to adopt a ground-hugging radar avoidance technique as well. So much for a stroll in the park!

Perhaps the most interesting part of Captain Blood is the actual communication sequence between you and the denizens of the planets. No typing here! With the mouse, one points and selects pictograms in order to communicate with the different aliens you find. Each word has a different symbol, and the key here is to put those words/pictures in the right order. The alien speaks back to you in the same fashion. You'll hear all sorts of strange digitized grunts and squeaks, your on-board translator provides a reasonable explanation of what's being said.

It is this communication sequence that is at once both fascinating and frustrating. There is no guarantee that what the alien is saying is even worth listening to! Some of the discourse may be pure nonsense, some of it may be a vital clue to speed you on your way.

continued next page.

Dale Phillips

Mouse Cleaner 360°

Mouse Cleaner 360
Ergotron Inc.
P.O. Box 17013
Minneapolis, MN 55417
Suggested Retail: \$14.99
Overall Rating: Excellent

How many times have you been using your Mouse and discovered that all of a sudden it doesn't move as smooth as when it was new? Then you think to yourself that it's dirty again, and now you have to figure out how to clean those little metal rollers inside.

If you're like me, you take a cotton swab, put a little Isopropyl Alcohol on it, and after taking the ball out of the mouse, go ahead and attempt to clean the rollers. Well, sometimes I get them clean, and sometimes they're just so dirty that it all doesn't seem to want to come off.

Your troubles are over, because I've found a product out there called Mouse Cleaner 360. The product is easy to use and does one nice job of keeping your Mouse like new!

First, you take your mouse ball out, then you take this little mouse replacement ball made of velcro and

put it inside your mouse, leaving off the little plastic stop on the bottom.

Now, taking the bottle of cleaner that you get with the kit, you put 3 or 4 drops of it on the velcro ball. Then, you take this small flat board with the other half of velcro material on it, lay it down on a table, and put your mouse on it.

Now the fun part begins! Move your mouse around this board and the ball hooks onto the pad and spins around inside your mouse, cleaning the rollers of any grime and dirt. After about 6 or 7 revolutions, you just pick up your mouse and the velcro ball comes out and sticks to the pad!

With the supplied piece of chamois cloth, clean your mouse ball off and wipe off anything inside by the rollers that's left behind. After you re-assemble your mouse and try it out, it'll feel like you're using your mouse for the first time! What a nice feeling to have a smooth-working mouse again.

This product is put out by a company called Ergotron Inc. I found this product at B. Dalton Computer Store in Mayfair Mall. It sells for \$14.99 there and I believe it's worth it.

Captain Blood
 from previous page

The aliens may require a task of you elsewhere in the galaxy before they'll supply you with the information you need, and spending time zipping around the galaxy is not something you really can afford. Remember, you're getting weaker by the moment! The aliens incidentally, are as varied and graphically interesting as their conversations, adding further to the overall visual excellence of the game.

Enough already! Challenge, frustration, heart-pounding excitement, it's all here. Captain Blood goes beyond being just a graphic adventure game. It is, literally, a work of art. Aurally, visually, and technically, it advances computer entertainment another giant step, showing once again what the pursuit of excellence can yield. Coming from an avowed "adventure-hater," that's saying something.



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ST Gaming

RoadRunner

RoadRunner**U.S. Gold****Distributed by Mindscape****ST Arcade Game/Color Only****Suggested Retail: \$49.95****Overall Rating: Good**

Anyone who ever spent a Saturday afternoon in a movie theatre in days gone by remembers the slightly warped adventures of the Roadrunner and Wiley Coyote. Younger folks have the benefit of being able to watch these two at home, and are thus spared the rather nasty chore of having to remove an errant Milk Dud from the bottom of their sneakers. At any rate, it's a pretty safe bet that someone would really have to go out of their way not to have seen the comic life and death struggles of these two pieces of animation history.

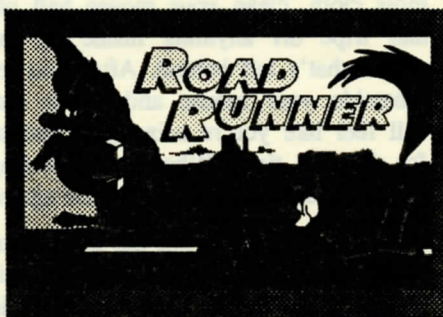
Technology, in its neverending onslaught, has now brought these two to the ST computer screen. Whether that's good or bad remains to be seen. What is sure, is that if you are a die-hard fan of this pair of desert denizens, you can now get your fill at any time of the day or night.

Roadrunner, the game, is pretty much the same old story; Coyote chases Roadrunner. In, around, and about a series of desert scenarios, your job is to prevent the Roadrunner from becoming an entree, while at the same time consuming the ever-present roadside seed in sufficient quantities to keep our hero alive. Some of the courses are particularly treacherous, and, true to the cartoon, Wiley often attempts to put technology to use in his quest for Roadrunner flambe'.

All of which is well and good, except for the fact that a little of the fun got lost in the translation. Now, that is not to say that this is a lousy game. In fact, as most "elude 'em or die" games go, this one is better than

average. The opening and closing screens are exceptionally well done, and the basic premise is very good. I guess my basic complaint is that the game is too "small."

The size of the ST screen, and the reduced size of our favorite combatants to make them fit said screen, necessitates the omission of the oh-so-neat detailed facial expressions that were so much a part of the cartoon. Still, despite this limitation, there is indeed that wonderful feeling of satisfaction every time old Wiley goes up in smoke. Having technology go awry, with the poor coyote bearing the brunt of the failure, is still enough to bring out the kid in just about anyone. The occasional



comic touches, none of which I will ruin for you here, help to keep the spirit of the cartoon intact.

Roadrunner is not easy. In fact, unless you're a seasoned joystick-jockey, you'll find that an aching wrist will be a likely result of an extended session. Be prepared to work for your successes. The arduous paths you'll need to follow to go from level to level will definitely give you a workout on your joystick hand!

Nicely done, is the feature which allows you to skip to your last level of success at the beginning of a new game. There's nothing worse than having to muddle through levels you've already conquered. While the "short-cut" only lasts during the session

you're in, it is welcome relief.

Just so you know, this is not a game for little kids. No, not because of the comic violence, but rather, because of the degree of dexterity required to get from level to level. I'd hate to have you toss this one at a pre-schooler, even though the subject matter does lend itself to the kindergarten set. Roadrunner requires a pretty healthy degree of eye-hand coordination, and would probably prove far too frustrating for the very young.

That caveat aside, if you're a Roadrunner cartoon fan, you really ought to give this a shot. Not all the subtleties of the cartoon are present, but for a true Roadrunner junkie, that is of little concern. It'll provide you with the appropriate Roadrunner "fix" whenever you feel the need. Roadrunner "purists" need not apply. Besides, anyone who takes the Roadrunner that seriously ought to seek professional help. Incidentally, the suggested retail is a little steep. You should be able to find it heavily discounted.

Of course, no game review is complete without at least one personal gripe, so here's mine. I want to be Wiley Coyote, not the Roadrunner, something which the game doesn't allow. Come on, confess, once you got past the age of consent, you really did want to see the Roadrunner get nailed at least once in while, didn't you? Admit it, every now and then you wanted poor old Wiley to get that beep-beeping so-and-so, right? That's okay, you're not alone.

Lots of people are still waiting for the day when that smart-aleck bird gets his. With luck, a sequel to Roadrunner is in the works which will allow that to become a reality. For the moment though, you'll have to shelve those dark thoughts and play it straight. In the process you'll have a good deal of fun. Roadrunner, the game, is pretty neat stuff.

Sorry, I've got to go. The UPS driver just delivered a package from the Acme Company...

Dick Laudenbach

8-Bit PD Update

MilAtari Ltd. 8-Bit Public Domain Library Disks are for sale to our members for \$ 2.50 per disk and \$ 3.50 for non-members. These charges cover the cost of the media and handling. Proceeds from the disk sales go toward the cost of the club's activities.

MilAtari Ltd. supports the shareware concept and urges our members to send contributions to the authors of those 8-Bit programs designated as "Shareware" which they find useful. Only by our support can we expect these authors to keep on improving their programs and also doing additional ones.

The listing of disks for this month based on 8-Bit programs submitted to the librarian are as follows:

NONE:

DUE TO LACK OF CONTRIBUTIONS!

After our best 8-Bit sales in over a year last month on my last day as librarian, it may seem an inopportune time to be critical. But, the following problem needs to be covered again. This is especially important with two new librarians taking over this month and with club elections 90 days or so away.

A club or any group is only as strong and successful as the sum total of all its members. One or two people or a small group of people can keep an organization running for awhile by their own efforts but not for long. It is important that every member contribute if you want this club to grow.

As 8-Bitters we can contribute to the club in several very important ways. First, the club needs your financial support through your continued purchase of club disks. However the librarians can't continue to put out new disks without any contributions from the other 8-bit members.

In the past six months only two other members submitted programs for the 8-bit library. I know there are more than just the three of us who have modems and download. Give a copy of those programs to the librarian so he doesn't have spend time and money to download the same programs.

If you don't like to download, how about uploading an article for "your" newsletter. Maybe you're not an expert at desktop publishing, hardware or business software and don't have a two page review, but how about some thoughts on that new software package you bought that was useless, or even better, was more fun than you expected? You will help your fellow members save their money on bad software or maybe buy another good program they might have missed.

Don't download and can't type? How about getting to the meeting a little early or stay a little later and help carry the equipment to and from the cars, or replace the tables and chairs. All of this helps and makes it a little nicer for everyone

Now that I am no longer 8-bit librarian what am I going to be doing for the club? My new duty will be helping sign in members at the front desk at future meetings. As I intend to keep my 8-bit computer I will continue to contribute to the 8-bit library and also write some reviews for the newsletter on a regular basis.

I want to thank all the 8-Bit members for the moral support they have given me as librarian. Now let's try and give the new librarians a little more concrete support through our contributions.

There will be disks available at the January meeting with a listing. The new two-disk 8-Bit PD catalog will be available for \$5.00 in January.

Decisions from page 1.

Each and every one of our 8-Bit members is going to have to rededicate themselves to helping one another. The ST side of our group must do the same. How, and to what degree is secondary. Commitment is the key.

Excuses are legion, and I don't want to hear them. If one more person tells me "I'm not good at writing", I'll throw up. (Probably on them.) That was an excuse you used to use in school when you blew the essay part of an exam. It was BS then, it's BS now. With new leadership on the way, BS is not something any of us can afford if we are to continue helping one another.

Elsewhere herein, you will hear from two 8-Bit club officers outlining their reactions to the non-participation I'm referring to. Whether or not you choose to heed their words is your own business. What will happen to this group if we do not see increased participation from the general membership is everyone's business.

MilAtari Ltd. enters 1989 stronger than it has ever been. We have opened doors with software companies and the executive level of Atari Corp. in ways we never dreamed were possible. We're on the verge of offering additional services to members that were once only a faint hope. When the upcoming election forces all of us to choose new leadership, we will bear the responsibility for ensuring that the successes continue.

Coming to a meeting, watching what's going on, and taking off until next month isn't going to get the job done in 1989. Each and every one of you will have to help in some way. The notion that "I don't know enough, I can't help" is bull, and no one's buying it. This is, and must continue to be, a group effort, not a few people driving a herd. People with a "herd mentality" don't buy Atari computers.

Now it's time for all of us to prove it.

Dennis Wilson

ST PD Update

MilAtari Ltd. St Public Domain Library Disks are available to members at a price of \$3.50 per disk, and to non-members at \$5 per disk. The charge for the disks covers the cost of the media and handling, with all proceeds going to support the activities activities of MilAtari Ltd.

Some of the programs on these disks have been released as shareware and are so documented in the programs themselves. MilAtari Ltd. supports the shareware concept and you are encouraged to make donations to the individual authors should you find their programs useful.

These disks are made available for sale at the monthly club meeting and may be ordered in advance by posting a message in the Library Lounge room on the club BBS. Other arrangements only by prior contact with the ST PD Librarian. We do not mail order disks at this time. Librarians of other clubs are encouraged to contact our ST Librarian concerning trading of programs in their respective libraries.

DISK #191 GAME DISK

CELEST2: Celestial Caesarism - A strategy game where the objective is to explore space and gain control of as many planets as possible. For 1-4 players. Documentation file in ST Writer format and source code is included.

COLOSSUS: The one, the only, Original Adventure game (sometimes called "Colossal Cave Adventure" or simply "Adventure"). This text game was the first of it's type. Since it was named "Adventure", that became the name of the entire family of games. Source code files are included.

COLRBLOK: A chess-like game where the objective is to trap your opponent's "Ankh" in a position from which it can't move by surrounding it with pieces of either color and tiles of your color. Be careful that you don't trap yourself, though!

DOTSDASH: Dots and Dashes - A 1 or 2-player game in which each player in turn draws a dash between 2 dots. The highest score at the end of the game naturally wins. Played on a grid of 169 dots which can be connected to form 144 squares. Can be played with someone via modems.

EMPIRE: Sixteen maps for owners of the game "Empire". Included are maps representing Ancient Greece, Amazon Basin, the near East, and the area of the Viking conquests. Two which are of particular interest are ones representing Northeastern America, and a world map. Play the latter with 2 computer opponents and perhaps see what it was like for the US to fight a 2-front war in WWII!

KENO: ST Keno - A computerized version of this popular casino game.

SUPPLEMENTARY LIBRARY ESTABLISHED

This month, we are establishing the MilAtari ST Public Domain Supplementary Library. This is a collections of PD disks consisting of programs which are judged to be not of interest to a sufficiently large percentage of club members to be placed in our regular ST PD library. Programs which are felt to be necessary to a well-rounded and high quality PD library, but which may not be of interest to all members are going to be placed in a separate PD library.

Unlike disks in the regular PD library, 1) Only the master disks will be kept on hand, copies of the disks being obtained by ordering them through the Library Lounge room on the club BBS or at the meetings, and 2) All disks will be double-sided unless otherwise noted. This is being done because there is a large volume of special-interest software out there worthy of being added to our PD library. In fact, it is far, far too large to be stored on single-sided disks and/or to have multiple copies of these disks ready for sale at the meetings.

We know that not everyone has, or can afford, a double-sided drive. We will therefore, copy a double-sided disk to 2 single-sided ones upon request. Since this must of necessity be a time-consuming file copy, rather than a much faster disk copy, we will have to charge the full club price for the second disk. The Supplementary Library will eventually have it's own Catalog and library disks.

This library will be divided into a number of categories. The first 5 disks being placed in the Supplementary Library are in the category Programming Tools. They constitute a public domain software development package called GNU. This thing, folks, is BIG! It takes up 5 DOUBLE-SIDED disks. On four of the 5 disks, the files are all arced. That's right, 5 double-sided disks, four of which have all arced files. That's BIG! Rich Dankert, our club SYSOP, was kind enough to download the files for me and prepare the master disks. My sincere thanks to him for the time and effort this required. The disks are:

- SP 001** The GNOME acc. and TTP files, and a tutorial file.
- SP 002** The GNU assembler and UNIX-type tools.
- SP 003** GNU source code 1 and 2.
- SP 004** GNU source code 3 and 4.
- SP 005** GNU source code 5, the compiler, and the BISON utility which is used for reworking the compiler.

At the January meeting, we will also have the brand new Catalog and Library Disks available. Major changes have been made.

CATALOG DISK: The Catalog disk will now contain, in addition to descriptions of programs on the disks, an

ST PD Update
from previous page.

evaluation of each disk in the library. Michelle Gross has evaluated each disk, assigning all disks a one to 5 star rating. This is being done for the purpose of aiding members in their disk purchases. In other words, to answer to the question, "What is a good buy?", or "What should I get next?" The Ratings are therefore made on a disk-by-disk basis, rather than a program-by-program basis.

LIBRARY DISKS: A new disk cataloging program, ST CAT 3.0, will be used for listing the files on the club disks. This program makes an index of the disks cataloged which is displayed in one window. When an entry in this window is highlighted, a listing of the files on that disk is displayed in another window. This is a completely GEM-based program with drop-down windows. Files can be sorted by name, type, size, etc.

Although you won't be able to make an alphabetical listing of all of the files in the library, you can do a search of the library for a given file. Use of wild cards is supported. When printed out, the files on each disk are separated by a border around each listing. You can generate short or verbose listings by designating what information you wish to list about each file. For example, you can show just file names, or file names and sizes, or file names, sizes, and time-date stamp information, etc.

All members are strongly encouraged to bring your Catalog and Library disks to the January meeting so that they can be updated. Under the club update policy, a \$1.00 per disk update fee will be charged. New or other members who have not yet purchased these disks will find it a particularly good time to obtain them.

A reminder: A \$7.00 charge is made for the Catalog and Library Disks when purchased as a set.

Happy Computing! See you at the Meeting!

T. Johnson

1989... 8-Bit Do Or Die

"The Atari 8-Bit computer is nothing but a dust collecting door stop!"

These are words that I'm sure none of us 8-Bit users want to hear. But the truth is, this could happen with little effort. In fact, the less effort made by the operator the quicker it will happen.

It's easy to say that with few new titles being released for the 8-Bit Atari's there's little anyone can do. Oh, I do agree that there's not much new, but, let's not be in such a hurry to give up and pass the buck.

Let's consider software. Even though there's not as much for the Atari as some other brands, there is a good variety of programs from the past. Not all are good or classics but many are. How many of these have you mastered? How many adventure games, arcade games or utilities have you only started to play or use? I dare say there are several.

While we're on the subject of software, let me ask; How hard have you looked for new titles to add to your collection? If you've only looked at the local stores, maybe it's time you considered broadening your horizons. For example, check out mail order adds in the magazines. You'll find they offer both commercial and public domain programs.

And, what about the foreign market? There are a bunch of very good programs released in England and Canada that will never be released in the U.S. I understand that the import tariff is affordable. So, what have you got to lose by trying?

Now, let's take a look at us, the users. I assume that you're doing something with your computer. So, this makes you at least somewhat knowledgeable about some program, does it not? Why not find a way to share this experience with others? You could write reviews, give advice on bbs's and more if you use your imagination.

No, this isn't all give and no get. I've found while exchanging ideas with others, we've all gained. Basically put, different people try different things. By the way, this theory also works for problems. If a program has you stumped, don't give up, ask around. Or, maybe even show others a mistake you've made so they can avoid doing it. You'll be surprised at how many ideas and how much help others can come up with.

The bottom line is, your mighty Wedge is now counting on you, the user, for support. I'm sure that with the cooperation of us all, we'll find new understanding and therefore new uses for our computer.

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Please,
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anywhere in the building.

